

PITS SUPPORT REQUEST PROCESS

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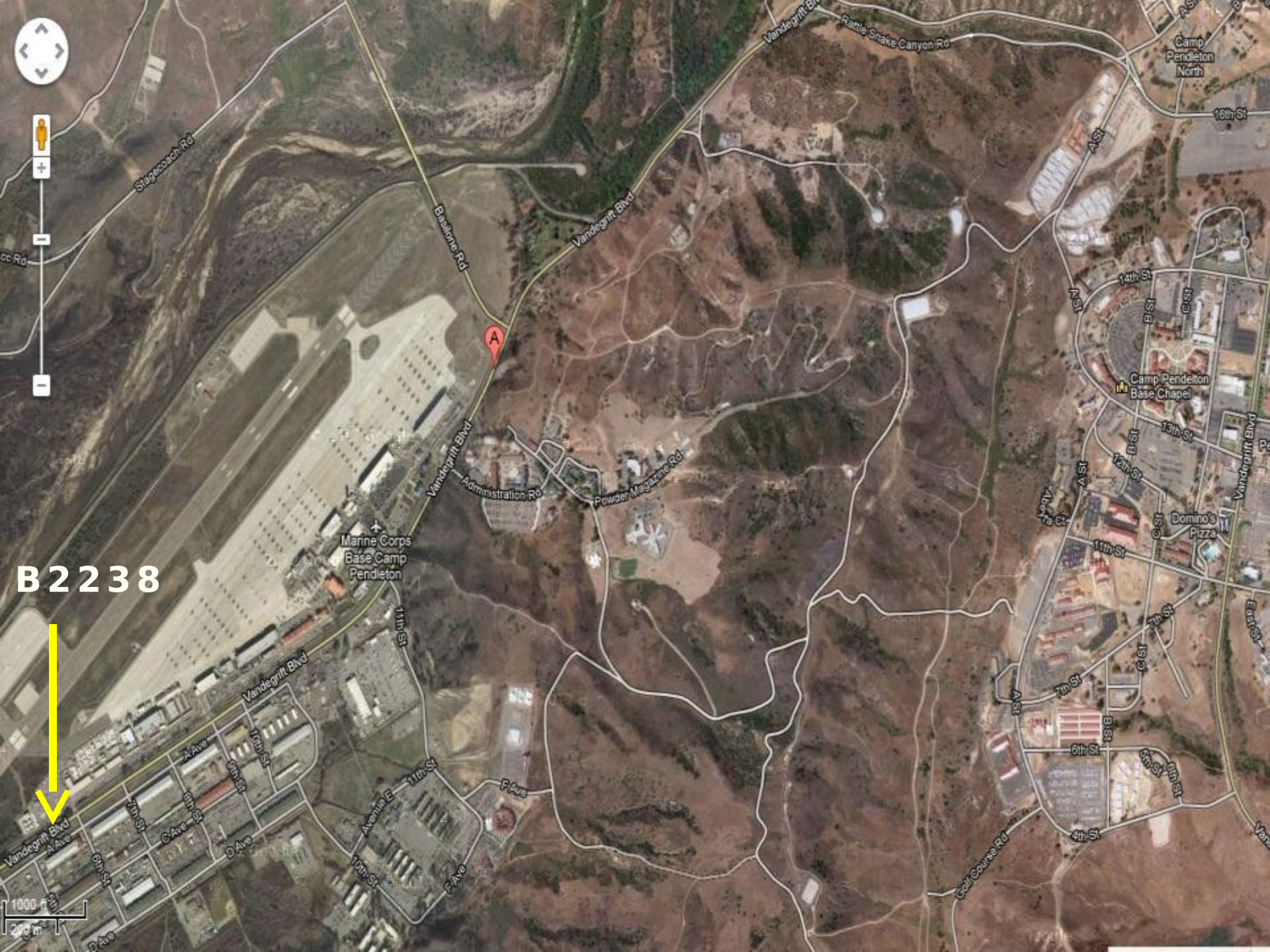
- Requesting individuals/units will need to navigate through the website for the request process via the link provided. <http://gtssw-espinc1.com>. Navigate through the website using the provided example pages (Slides 6-11 within the power point).
- Once requesting unit receives a request approval, TSD (Operator) will contact the requesting unit within 24 hours of that approval email to set up a meeting which will cover the scheme of maneuver for your requested range and target support. (See slide **16** for topics discussed/covered during meeting) (See slide **17** for system capabilities).
- 24-48 hours prior to unit occupying their range, Operators will meet up at the warehouse (BLDG 2238) to pull out and setup all requested targets and op-check your equipment with ESP personnel.

PITS SUPPORT REQUEST PROCESS

- Operator personnel **ONLY** will load, transport, and set up all targets and batteries on requested range, once requesting unit has emplaced all shields and sand bags. (Operators will inspect the protection of the target systems prior to emplacing).
- Individuals/units requesting equipment will be responsible for pick up, set up, and drop off of the shields/side shields, as well as placement of sandbags for requested number of targets. (See slides **14-15**)
- Once all shields/sand bags have been emplaced by using unit and the Operators has reviewed that there is the proper protection (slides , Landlords **ONLY** will emplace target systems under the shields and operate the targets.
- Once training is completed Operator personnel **ONLY** will retrieve and load all targets back into vehicle.
- When returning equipment and or shields/side shields the same individual who signed out the equipment needs to return it.

CONTACT INFORMATION

- ESP: <http://gtssw-espinc1.com/>
 - 760-725-4805
 - 760-385-5120
 - Call ESP if any changes are required to existing orders (i.e. change pick up, drop off date/time; add or cancel equipment items on order; or completely cancelling order).
- Operators:
 - 760-207-3085 (Duty Cell)
 - 760-725-6139 (B2238, Rm 124)
 - 760-725-4444 (TSD Reference Desk)



B2238





Welcome to GTSS-W Equipment Request System

Our mission is to ensure that the finest fighting force in the United States receives the most realistic training possible. We are committed to providing only the finest Tactical Simulation support, training, and equipment for the United States Marine Corps.

**SELECT THIS
OPTION**

Directory

[Click Here](#)

Equipment Request

[Click Here](#)

Survey

[Click Here](#)

Program Profile

Our Tactical Simulations personnel come from all branches of the military, and we are proud to continue to serve and contribute to the defense of this great nation.

We feel strongly that our sweat and effort will make a great difference in the quality of training of our Marines, and we will spare no effort to ensure that we deliver the best in Tactical Engagement Simulation.



Equipment Request

Use this form to request Range Training & Instrumentation Systems Support for your exercise

SELECT COMPONENT

Active Component

Reserve Component

SELECT
CAMP

Camp Pendleton

MCAGTFC, 29 Palms

MCB Kaneohe, Hawaii

Camp Hansen, Okinawa

PENDLETON

Please provide the following contact information:

Name *

Rank *

Organization *

Work Phone *

Example: 212-867-5309

FAX

Email *

Example: email@domain.com

Exercise Name *

Exercise Dates *

Example: 07/09/2014

Example: 07/09/2014



Equipment Request

Use this form to request Range Training & Instrumentation Systems Support for your exercise

Equipment Request Requirements:

- There is a 24 hour business day period needed to evaluate your request. This will allow us to check availability and perform the equipment preparation process.
- Individual requesting equipment needs to be qualified in equipment operations and be listed as a qualified person who will pick up and operate the equipment during the training evolution (All Personnel can go through training and hold a Minor Training Device [MTD] card for equipment operations).
- Training courses to obtain an MTD card will be tentative. You will be informed of class date and time upon approval of request/order.
- Individual who is picking up equipment needs to be an **E-5/SGT** or above and hold an MTD card. (E-1 thru E-4 may place requests only and provide a qualified name in the remark section for equipment pick-up).
- If a civilian contractor or non-military end user is picking up he/she needs to be sponsored by a unit authorizing him/her to pick up the gear. That unit POC needs to place the request. (Civilian operator needs to be on the qualified MTD roster)
- When returning the equipment the same individual who signed-out equipment needs to return the equipment.
- During return if there is any missing or damaged equipment a DD 200 form will be filled out in order to begin the command investigation process.
- A Working party and correct **Government** size vehicle for transportation is needed for pick up and drop off. For any maintenance issues contact the ESP contractor. For **BES/Targets** call 760-725-4805 between the hours of 07:00-16:30. For **ITESS, AMTI, SESAMS, T-CREW, and T-IED** call 760-385-5120.
- If any changes are required to existing orders (i.e.... change pick-up, drop-off date and time; add or cancel equipment items on order; or completely cancelling order) Please e-mail us at jnunez@espinc1.com or call 760-725-4805 with order reference #.

Special Notes: Requestor and/or Operator name must be listed and hold an MTD card in order to pick up and operate the equipment. If the Operator or Person picking-up equipment name is not on the qualified roster the request will be denied. If you believe your request is going to be denied please call 760-725-4805 or list on request remarks that training is needed for equipment being checked out in order to add training dates and times to your request.

Active Component

Reserve Component

Camp Pendleton

MCAGTFTC, 29 Palms

MCB Kaneohe, Hawaii

Camp Hansen, Okinawa

Equipment Request

HomeDirectoryEquipment RequestSurvey

Active ComponentReserve Component

Camp PendletonMCAGTF-FC, 29 PalmsMCB Kaneohe, HawaiiCamp Hansen, Okinawa

Please provide the following contact information:

FILL OUT EACH SECTION

Name *I. M. MARINE

Rank *ENLISTED/OFFICER/CIVILIAN

Organization *MCI WEST

Work Phone *760-725-4444

FAX

Email *first.last@usmc.mil

Exercise Name *Live Fire and Maneuver

Exercise Dates *08/01/201508/05/2015

Equipment Dates/Times *07/30/201510:0008/06/201512:00

of Personnel Trained *50

Select the equipment types required and then scroll down to enter the quantities desired.

SELECT TARGETS

Battle Effects SimulationTargetsI-TESS IIAMTISESAMST-CrewT-IED

15

SAAB Target

The Stationary Infantry Target Mechanism is a multi-purpose target mechanism with the main purpose of exposing and concealing a human size target for a firing individual or unit. The target holder has an integrated hit sensor. When the target board is hit by a round, the hit sensor will register the impact and the SIT will react as preset in the control system



SELECT
NUMBER OF
TARGETS
WANTED

ENTER ANY
ADDITIONAL
COMMENTS FOR
YOUR REQUEST

Additional Remarks

Requesting 15 pop up target systems for a live fire and maneuver range to be conducted on Range 600.
Also need thermal blankets as we will be conducting night operations and wish to see the targets at night

CLICK ON
SUBMIT

Submit

Success!



Thank you for your equipment request. Please allow us some time to review your request and we'll get back with you shortly.

Close

ONCE YOU'VE RECEIVED THIS MESSAGE, CHECK YOUR EMAIL FOR CONFIRMATION AS WELL AS AWAIT A PHONE CALL FROM TSD OPERATORS TO SUPPORT YOUR REQUEST.

Transportation - 7 Ton

35 Shields w/3 rubber sides each



Unit must bring straps

*Only If supporting landlords with lift capabilities



*At the coordination meeting if TSD needs lift support TSD will A-drive the requesting unit's truck, load and offload the target systems.

*NO POVs

Transportation - HMMWV

10-20 Shields



Picture shows 10 shields, a HMMWV can carry up to 20 if strapped securely and ply wood is placed to protect the driver.

*15-20 Full Systems



*At the coordination meeting if TSD needs lift support TSD will A-drive the requesting unit's truck, load and offload the target systems.

Proper Set-Up



Sandbags must be placed offset as above in order to:

1. Hold rubber against shield
2. Protect rear area of system to include battery.

* If doing maneuver fire extra side shields or sandbags must be used.

1. Front View



2. Side View



3. Rear View



Proper Set-Up

- When the rubber is not available the shield must be completely covered by the sandbags as shown in pictures 1-3.
- Sandbags must be placed approximately 8 inches passed the shield in the rear to protect from angles of fire when doing fire and maneuver exercises. As seen in picture 2-3.

Note: When maneuver exercises are being performed and there are no flank shields available it will also depend on how full your sandbags are if a double layer will be needed in order to provide adequate protection to the rear of the system.

TSD - RANGE MEETING			
Approved BY ESP YES / NO		CONTACTED UNIT ON:	
RANGE: #of SAABs Tower or laptop		UNIT:	
LL ARRIVE DATE/ TIME:		LL DEPARTURE DATE/ TIME	
		ESP TECH:	
TSD MEETING REP		RUNNING THE RANGE (RTR) IF NOT RSO	
RANK:		RANK:	
NAME		NAME	
OFFICE # 760-725-6139		OFFICE #	
PHONE # 760-207-3085		PHONE #	
		RANK:	
		NAME	
		OFFICE #	
		PHONE #	
OTHER MEETING ATTENDEES			
		REMARKS	
What date and time will the unit be picking up the shields?			
Note: Working party is needed by the unit and veh size			
Type of ammo shooting?			
Type of shoot?			
Hours of operation per day? Hot/ Cold times?			
Night shoot? NVGs needed? Additional batteries for illum.?			
Hours of operation per day? Hot/ Cold times?			
Can the unit provide chow? Do you need a meal card roster?			
Roster with LL information sent to which email address?			
Unit responsibilities: Shield P/ U, TGT Protection (rubber or sandbags), Marine evac, timely drop off, communication with ESP and TSD			
TSD responsibilities: Tgt pre/ post op check, protection review, tgt placement, tgt operation, comm with RTR and RSO, scenario changes, maintenance calls			
EXECUTION PLAN			
Ex: At 100 yds group of 10 tgts rise 30 seconds two shot hit-kill. At 200 yds group of 10 tgts rise 60 seconds two shot hit-kill.			

Scenario Capabilities

Fall Mode	<input type="checkbox"/> Auto fall when hit	The addressed target(s) will fall when hit [n] times.
	<input type="checkbox"/> Auto fall when killed	The addressed target(s) will fall when the hit count reaches the preset kill value
	<input type="checkbox"/> Bob until killed	The addressed target(s) will fall when hit and then raise automatically again until the hit count reaches the preset kill value.
	<input type="checkbox"/> Bob Hit... 1, 2, 3.....	The addressed target(s) will fall when hit and then raise automatically again until the hit count reaches the set value.
Hit Mode	<input type="checkbox"/> Burst	The addressed target(s) will count hits within a fixed time period as one hit only (normally every hit is counted).
	<input type="checkbox"/> Message	The message instruction displays a message to the operator and will pause the scenario.
	<input type="checkbox"/> Set kill value (hits)	Set the kill value of the addressed target(s) to [n] hit(s). Kill Value=0 means that the target(s) cannot be killed (default target mode).
	<input type="checkbox"/> Up for time (s)	The addressed target(s) will rise at execute time and will fall [n] seconds later. This is independent of any stop or pause in the scenario.
	<input type="checkbox"/> Up for time if not killed (s)	The addressed target(s) will rise at execute time if it has not been killed and will fall [n] seconds later. This is independent of any stop or pause in the scenario.
	<input type="checkbox"/> Up if not killed	The addressed target(s) will rise at execute time if it is not killed. If a target, that has reached its kill value, is commanded to raise it will remain in down position.
Muzzle Flash	<input type="checkbox"/> Burst	Flashes the lamp several times, simulating muzzle flash from an automatic rifle. One time unless it's a repeat.
	<input type="checkbox"/> Burst for time (s)	The light device flashes at random intervals, simulating repeated muzzle flashes from an automatic rifle for [n] seconds.
	<input type="checkbox"/> Single	Flashes the lamp once, simulating muzzle flash from a rifle.
	<input type="checkbox"/> Single shots for time (s)	The light device flashes at random intervals, simulating muzzle flash from a rifle for [n] seconds.
Illumination	<input type="checkbox"/> Default Intensity	Restore the intensity of the lamp to default.
	<input type="checkbox"/> Clear flash when hit mode	The addressed target(s) will clear the flash when hit mode.
	<input type="checkbox"/> Flash when hit mode	The addressed target(s) will flash its lamp every time it registers a hit.
	<input type="checkbox"/> Off	Deactivates the lamp
	<input type="checkbox"/> On	Activates the lamp. The lamp is automatically turned off when the target is in the down position
	<input type="checkbox"/> Set Intensity (%)	Set the intensity of the lamp to [n] value (1-100%) for the addressed target(s).
Scenarios	<input type="checkbox"/> Attrition	An Attrition is useful when it is wanted to replicate targets advancing or retreating towards or away from a firing position; however, if the kill amount is not accomplish group targets will go down after a specific time.
	<input type="checkbox"/> Trigger	A set of group of targets that receive certain amount of hits in which all target not killed will down after the amount set is accomplish. However, activates another task with a set amount of targets.
	<input type="checkbox"/> Group Kill	A set of group of targets that receive certain amount of hits in which all target not killed will down after the amount set is accomplished.
	<input type="checkbox"/> Thermals	Heat blankets that simulate an enemy(s) troops. This gives the ability to engage under the peak hours of darkness. After Baseline is establish....